SAMURAI WARRIORS® 2
戦国無双

Xtreme Legends®

TEEN
T
CONTENT RATED BY ESRB

KOEI®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Getting Started 02

Starting Up 03

Game Controls 04
Controls – Normal Attack – Mounted Attack – Jump Charge Attack – Charge Attack – Special Moves – Musou Attacks

Starting the Game 10
Starting a New Game – Game Modes – Save / Load – Options – REMIX

Surviving the Chaos - Story Mode 14
Preparing for Battle – Info Screen – Main Game Screen – Flow Of the Battle – After the Battle

The Life Of a Mercenary - Mercenary Mode 22
What Is Mercenary Mode? – Starting Mercenary Mode, Preparation Screen – Mission Selection – Event Selection – In Battle – After the Battle – Using Guards Effectively

Character Development 30
Level, Growth Type – Skills, Self Skills, Special Skills – Orbs & Weapon Upgrades – Shop

Information 34
Items – Skills – Weapon Upgrades – Mercenary Skills

Gracia's "Sengoku Q&A" 39

Warranty 41

Helpful Hints

Sample Charge Attacks 07
Sample Special Moves 08
In These Situations 09
Loading Data from Samurai Warriors 2 13
Difficulty Bonuses 15
Fighting Within Castles 19
Obtaining Ultimate Weapons 21
Unification Battles Among Daimyō 24
Collecting Precious Swords 27
Utilizing Mercenary Skills 29
Guards & Mounts 33

NEW Features that are new or that have been revised from Samurai Warriors®2 will feature this mark next to them.

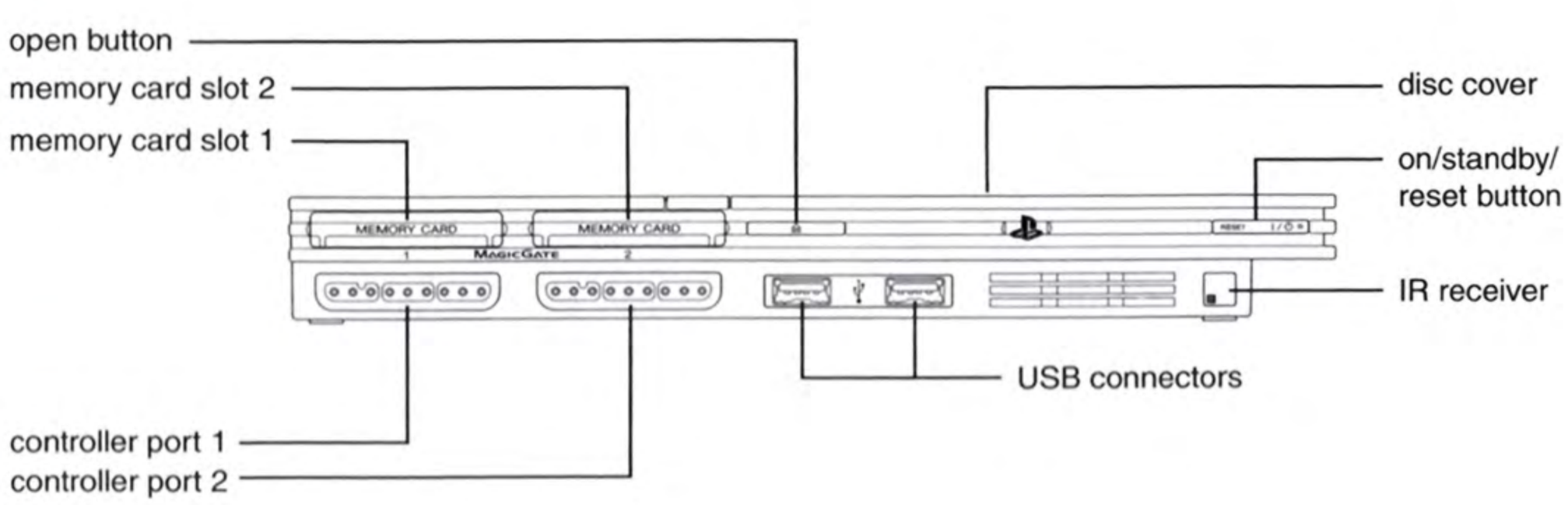
*Screenshots taken from the development version of the game.

*This software uses fonts provided by Fontworks Japan, Inc. Fontworks Japan, Fontworks, and font names are trademarks or registered trademarks of Fontworks Japan, Inc.

*Manual Design: VAC Creative

Produced by Ω-Force

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the SAMURAI WARRIORS®2 XTREME LEGENDS® disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

GAME CONTROLS

CONTROLS

For single player games, the DUALSHOCK®2 analog controller must be inserted into controller port 1. The controls are the same for the DUALSHOCK® analog controller.

*This game requires use of the DUALSHOCK®2 analog controller or the DUALSHOCK® analog controller.

L2 button

Switch map (P. 17) Toggle between the Complete Map and the Zoom Map.

L1 button

Guard

The camera will switch to behind your character and enable you to guard against enemy attacks.

Strafe

While holding down the L1 button and moving the left analog stick, you can move about while continually facing forward.

Flip

When knocked into the air by an enemy attack, pressing the L1 button will allow you to regain your footing.

*Depending on the type of enemy attack, you may be unable to flip out of it.

SELECT button

directional buttons/left analog stick

Movement

ANALOG mode button

Will always glow red to indicate Analog Mode.

R2 button

Evade

Roll forward to avoid an enemy attack. By using the left analog stick and pressing the R2 button, you will roll in the direction you move the left analog stick.

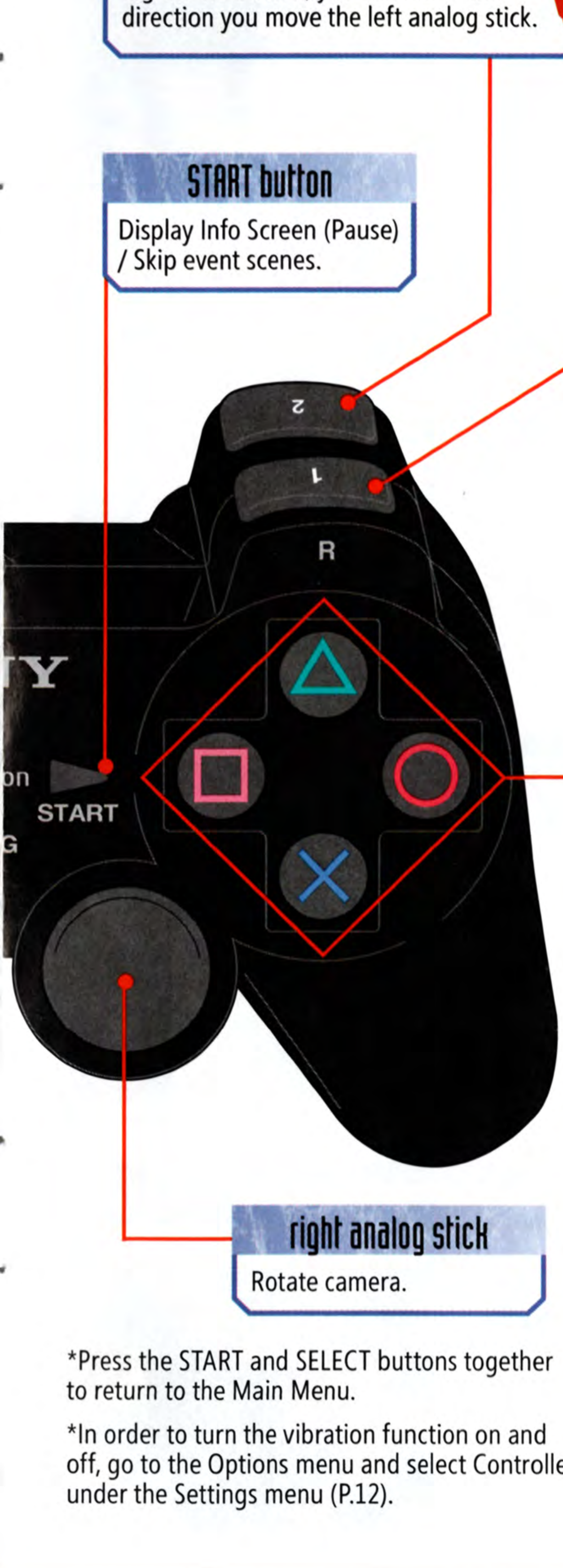
R1 button

Special Stance -> Special Moves (P.08)

Each character has their own unique Special Moves. When in the Special Stance, press the ■ button for Special Move 1, and the △ button for Special Move 2.

START button

Display Info Screen (Pause) / Skip event scenes.



■ button

Normal Attack (P.06)

A standard attack. This can be used consecutively to form more complex attacks.

△ button

Charge Attack (P.07)

A powerful attack. You can combine it with normal attacks or jumps to increase its effectiveness.

○ button

Musou Attack (P.09)

The ultimate special attack, executable when you have at least one Musou Gauge filled. If you fill up 2 or more gauges, then your attack will gain additional effects.

right analog stick

Rotate camera.

✕ button

Jump

Your character will jump into the air.

Mount / Dismount Horse

Press the ✕ button when the horse icon is displayed to mount the horse. Press it while mounted to dismount.

*Press the START and SELECT buttons together to return to the Main Menu.

*In order to turn the vibration function on and off, go to the Options menu and select Controller under the Settings menu (P.12).

NORMAL ATTACK □ BUTTON

This is a regular attack. The number of times you can attack consecutively will increase as your character develops.

*Depending on the Growth Type of your character, the type of development they undergo will differ. (P.30)

Jump Attack

□ button while jumping

Attack the enemy while jumping in the air.

*Depending on the Growth Type of your character, the type of development they undergo will differ. (P.30)

Dash Attack

□ button while running

A special attack which differs according to your character and weapon. It is useful when attacking large groups of enemies.

MOUNTED ATTACK

□ button / △ button while mounted

Attack from atop a horse. The □ button is a normal attack, while the △ button will cause the horse to stamp on the enemy. If you press the △ button while running, then the horse will perform a jump attack.

JUMP CHARGE ATTACK

△ button while jumping

Delivers a powerful attack to enemies on the ground while you are in the air. It also works against enemies that have been knocked down.

CHARGE ATTACK △ BUTTON

A powerful attack that is unique to each character. Link normal attacks with charge attacks to execute even greater attack moves. Depending on your character's development, the types of charge attacks you can use will increase.

*The charge attacks you can use are described in the Move List. (P.14)

Sample Charge Attacks

□ button

□, △ button

□, □ button

□, □, △ button

□, □, □ button

□, □, □, △ button

SPECIAL MOVES R1 BUTTON + ▢ BUTTON / △ BUTTON

Each character has two unique special attacks. You can trigger these Special Moves by holding down the R1 button and pressing the ▢ button for Special Move 1, and pressing the △ button for Special Move 2.

*If you move the left analog stick while holding down the R1 button, you can move while remaining in the Special Stance.

*The higher your character's Level, the more powerful your Special Moves can become.

Sample Special Moves

Special Move 1
R1 + ▢ button

Yoshimoto Imagawa

Grab enemies that have fallen and throw them. If you throw the enemy into a crowd, it will knock them down as well.

Gracia

Use Musou to perform a powerful magic attack. As your level increases, you can use even more powerful attacks.

Special Move 2
R1 + △ button

Kojirō Sasaki

Use Musou to make yourself disappear, during which time you cannot take damage. The effect ends when you attack, but this attack will be particularly powerful.

Motochika Chosokabe

Use Musou to release balls of energy. Strum your shamisen to produce a sound wave which makes them explode, damaging the enemy.

MUSOU ATTACK ◎ BUTTON

If you have one or more Musou Gauges full, then you can perform a Musou Attack. As your character develops, you may obtain up to three Musou Gauges. If you have two or more gauges full, your attack will increase in power.

True Musou Attack

This powerful move will be activated if you press the ◎ button while your Life Meter is in the red. Your attacks will be infused with a fire elemental (P.37), causing even more damage.

Double Musou Attack

An even more powerful version of the Musou Attack, it adds a lightning elemental (P.37) to your attack. To execute a Double Musou Attack, perform a Musou Attack near a guard or a second player.

*A Double Musou Attack will only occur if your character and the secondary character are linked by a bolt of lightning when executed.

In These Situations...

Weapon Deadlocks

If you are caught in a weapon deadlock, rapidly press the ▢ button. If you win, the enemy will be temporarily stunned, but if you lose, your Musou Gauge will be emptied. If you win the deadlock, you can inflict heavy damage on the enemy.

Stunned

If you are hit with an enemy attack and stunned, rapidly press the directional buttons, left analog stick or the ○ / △ / ▢ or ✕ buttons to recover even quicker than usual.

STARTING THE GAME

STARTING A NEW GAME

1. Insert the game disc into the PlayStation®2 computer entertainment system and insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1.

2. When the game starts up, decide which data you would like to play with. After the opening movie, the game will proceed to the Main Menu.

3. If you press the **START** button at the Title Screen, the game will proceed to the Main Menu. Select the game mode you wish to play from the menu.

*This game requires a memory card (8MB)(for PlayStation®2) in order to save game data. At least 274KB of free space is required to save.

*If you start up the game with a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1 containing Samurai Warriors 2 data, you can load data from that game (P.13).

*If you use the REMIX feature (P.13), you can use a Multitap (for PlayStation®2) to play the Sugoroku Mode with more than 2 players. In this case, please insert a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1-A. For instructions on setting up the multitap (for PlayStation®2), please refer to the Samurai Warriors 2 instruction manual (P. 36) for more information.

GAME MODES

Story Mode [P.14]	Select the character you wish to play from the 6 available. *By using the REMIX feature, you can play the Story Mode for up to 30 characters (24 from Samurai Warriors 2). *There is 2 player co-op for both the Story and Free Modes. When [2P PRESS **START**] is displayed in the upper right corner of the screen, press the **START** button on Player 2's controller to begin. Even if you do not use the REMIX feature, Player 2 can choose from all 30 characters.
Free Mode	Play any previously cleared stage with any character of your choosing.
Mercenary Mode [P.22]	Take control of a single mercenary and travel in search of battle, in a quest to become the strongest in the land.
Vault	View all acquired weapons, how to obtain 4th and 5th weapons, characters, in-game movies, guards, mounts and more.
Options [P.12]	Adjust the game settings.
Import [P.13]	Use the REMIX feature and import data from Samurai Warriors 2.
Continue [P.11]	Resume from a previously created interim save.

*Character development is shared across Story, Free and Mercenary Modes.

SAVING

Saving after a stage

After you have cleared a stage, your results from the battle will be displayed and you can choose whether or not to save.

Saving during battle

Select Interim Save on the Info Screen (P.15). You can only save once.

*You cannot save during battles in Mercenary Mode.

LOADING

Loading save data

If you select Story Mode from the menu, you can select the character and scenario that you wish to play.

Loading interim save data

If you have saved during battle, then you can select Continue from the menu.

OPTIONS

Settings	Display	Enemy Life	Display life gauges [ON/OFF].
		Events	Display in-game events [ON/OFF].
		Movie Subtitles	Display subtitles during movies [ON/OFF].
	Controller	Vibration	Toggle vibration function [ON/OFF].
		Inverse Camera	Reverse directions of camera control [ON/OFF].
		Button Settings	Change the button settings for your controller.
	Sound	System	Select sound setup [Dolby® Digital Pro Logic® II / Dolby® Pro Logic® II / Stereo / Mono].
		BGM	Adjust the volume of the background music [16 levels].
		Effects	Adjust the volume of the sound effects [16 levels].
		Voice	Adjust the volume of the voice [16 levels].
		Sound Test	Play back music from within the game.
Officer Reset			Resets the abilities of officers to their default settings.
Save / Load			Save settings, records, etc., or load previously saved data.
Void Interim Save			Erases any existing Interim Save within the game.

Dolby® Sound Setup

"When using an optical cable, DIGITAL OUT (OPTICAL) should be activated on the console configuration Menu.

Setting up Dolby® Digital Pro Logic® II

If you have a sound system with Dolby Digital or Dolby Pro Logic IIx decoding, connect your game console to a sound system with a digital optical cable, and select "Dolby Digital Pro Logic II" from the sound options. The movie scenes will play back in Dolby Digital 5.1, and depending on the decoding features of your sound system, the sound during the gameplay will playback in Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic.

Setting up Dolby® Pro Logic® II

If you have a sound system with Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic decoding, connect your game console to a sound system with either a digital optical cable or an analog cable and select "Dolby Pro Logic II" from the sound options to experience the excitement of surround sound during gameplay, including movie scenes.

*This game uses both Dolby Digital and PCM audio. Some decoders will switch between both audio formats automatically, and others may not. Please refer to your sound system's instruction manual to determine if it is necessary to activate an "autodetect" feature.

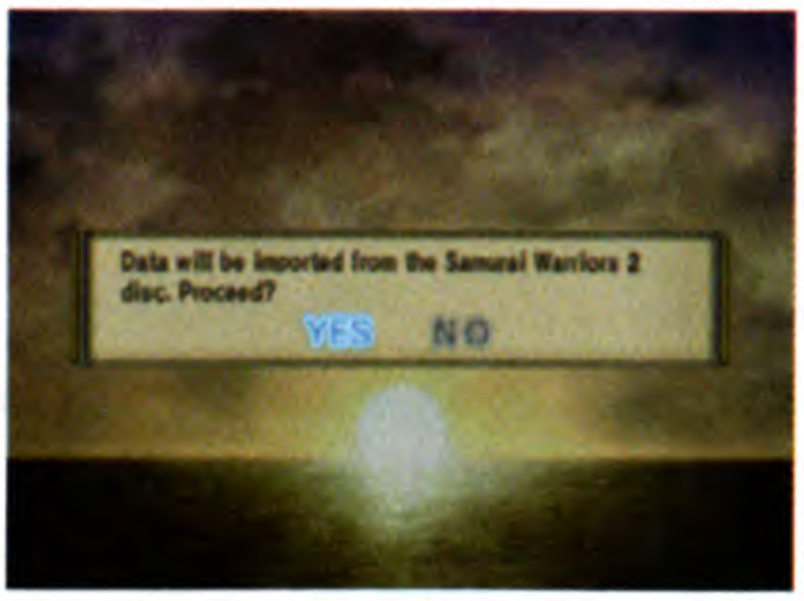
REMIX

NEW

If you own Samurai Warriors 2, you can load Samurai Warriors 2 data into this game. You will be able to select the officers that were available in the previous game, as well as the game modes found in it.

Using the REMIX Feature

Select Import from the menu. Following the instructions on screen, insert the Samurai Warriors 2 game disc.



*Once the data has been loaded, if you press the (on/standby) button, **RESET** button or unplug your PlayStation®2 computer entertainment system, then you will lose the data.

*When changing discs, do not insert any discs other than those supported by your PlayStation® 2 computer entertainment system. For more information on supported disc types, please refer to your instruction manual.

Additional Features

Story Mode

You will be able to select stages from Samurai Warriors 2. You will also be able to obtain 5th weapons for characters from Samurai Warriors 2, the maximum Level will increase from 50 to 70, and you can learn new charge attacks.

*If some characters are already of a certain level when you load data from the original game, then they may start with the new charge attacks already.

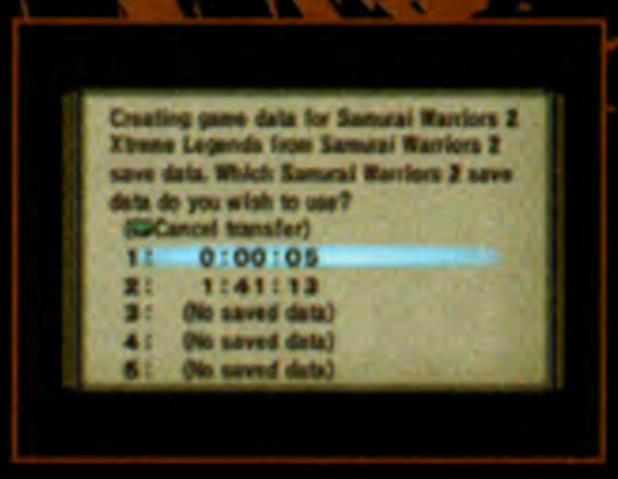
*Even if Player 2 does not use the REMIX feature, they will be able to use the characters from the original game.

Survival / Sugoroku

You will be able to play the Survival and Sugoroku Modes. Also, you will be able to choose from all of the characters across both games.

Loading Data from Samurai Warriors 2

By loading saved data (officers, guards, mounts, gold) from Samurai Warriors 2, you can use them in Samurai Warriors 2 Xtreme Legends. To load the saved data, take a memory card (8MB)(for PlayStation®2) that contains Samurai Warriors 2 saved data and insert it in MEMORY CARD slot 1 and start up the game. If you press the △ button on the save data select screen, you can choose which data to import. If you want to create data or confirm, select [Yes] to proceed.



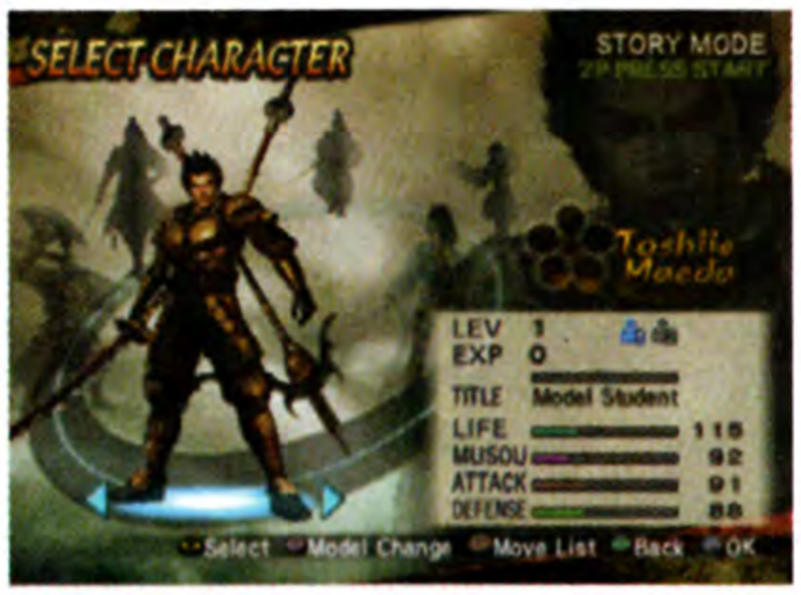
*If you already have Samurai Warriors 2 Xtreme Legends data in one of your slots and try to create saved data from Samurai Warriors 2, then your original data will be lost.

SURVIVING THE CHAOS
STORY MODE

PREPARING FOR BATTLE

The game flow of Story Mode is as follows.

1 Select a Character



First, choose a character to play as and a difficulty level. When selecting your character, press the ■ button to dress them in an alternate outfit. NEW You can select from the following difficulty levels: Novice, Easy, Normal, Hard, Chaos, Expert. If you use the REMIX function, then you will be able to select from more characters.

2 Select a Stage

Select a stage (battlefield). Each time you clear a stage, a new stage will be unlocked. At the Shop, you can upgrade your weapons and learn new skills, as well as employ Guards (P.33). Once you select a stage, the game will proceed to an explanation of that stage.

3 Info Screen

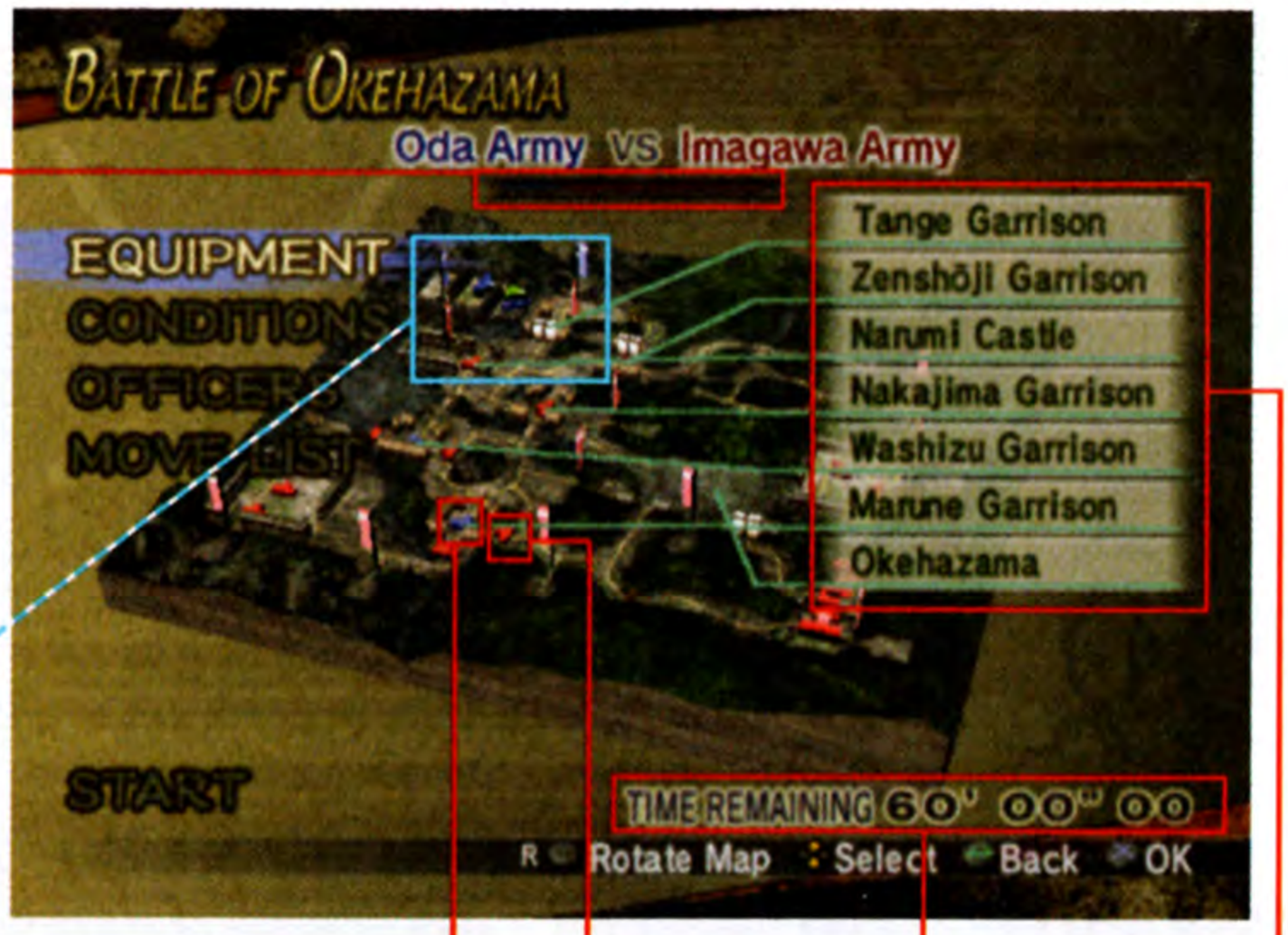
When the explanation of the stage finishes, you will be taken to the battle preparation phase.

Equipment	Here you can equip weapons, items and skills. Be sure not to forget this part, as it can decide the fate of the battle. You can select Guards and Mounts (P.33) here as well.
Conditions	Check the battle overview and the conditions for victory and defeat. You can check the conditions after the battle has begun by pressing the **START** button.
Officers	You can view information on allied and enemy officers, such as their abilities, morale and skills that can be learned (P.31).
Move List	You can check your character's attacks. As characters develop, the number of attacks they can perform increases. You can check each officer's Special Moves here as well (P.08).
Start	Begin the battle.

INFO SCREEN

This will be displayed before the battle, or during the battle when the **START** button is pressed.

*During battle, you can view the battle history and also create an Interim Save (P.11) to save your progress here.

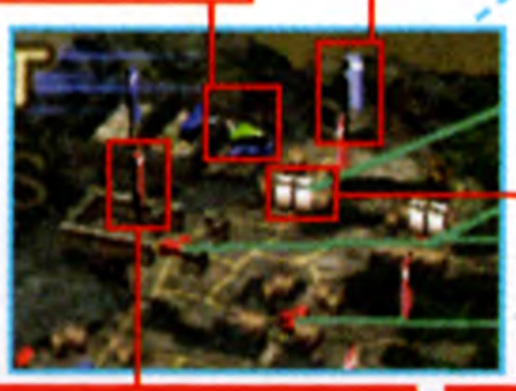


Morale of both armies

Allied Stronghold

If these are captured, allied morale will decrease

Player



Enemy Stronghold

If you capture these, allied morale will increase

Gate

Defect the guards or fulfill other conditions to open gates

Allied Officer

Enemy Officer

Locations

Important locations within the battle

Time Remaining

If the time runs out the game will be over

Difficulty Bonuses

NEW

There are 6 levels of difficulty: Novice, Easy, Normal, Hard, Chaos and Expert. As the difficulty level increases, the following bonuses will become easier to obtain.

Orbs	As you raise the difficulty level, orbs will appear more often (P.32).
Learning Skills	If you set the difficulty level to Hard or higher, then you will be able to learn high-level and other valuable skills (P.31).
Weapon Attributes	The higher the difficulty level, the easier it is to obtain weapons with better attributes. *The weapon attributes available for fusion at the Shop (p.32) will depend on your progress in the game.
Experience Points	The higher the difficulty level, the more experience points you will receive after battle (P.20).
Ultimate Weapons	If you set the difficulty level to Hard or higher, and you meet certain conditions, you can obtain 4th and 5th weapons (P.21).

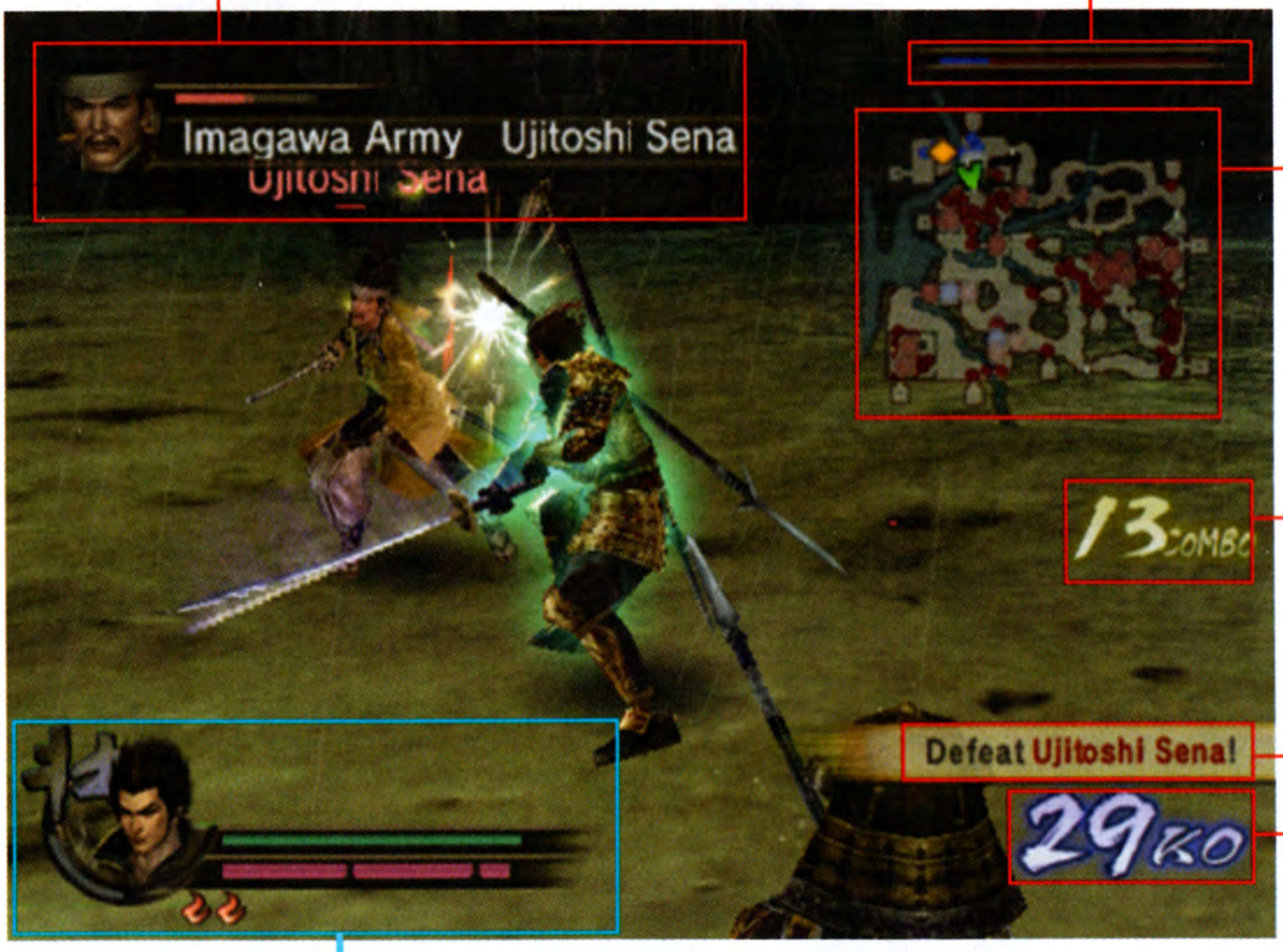
MAIN GAME SCREEN

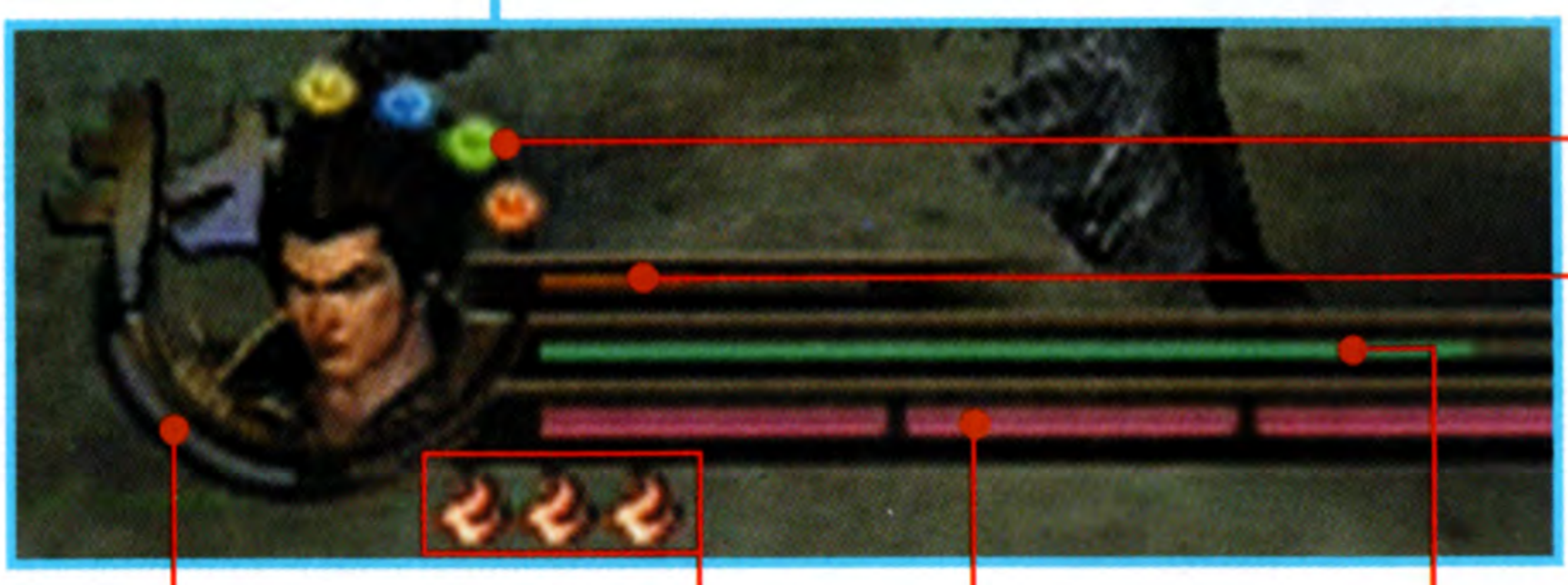
Enemy Info

The name of the enemy you are fighting. The gauge indicates the enemy's life.

Morale

The morale for both armies (Blue: Allied, Red/Yellow: Enemy). The longer your side of the bar is, the higher your morale (P.18).





EXP Gauge

This increases as you defeat enemies and collect EXP items (P.34). Once it is full, your level will rise and the gauge will reset to 0.

Musou Level

Displays the current level of your character's Musou Attack (P.09).

Life Meter

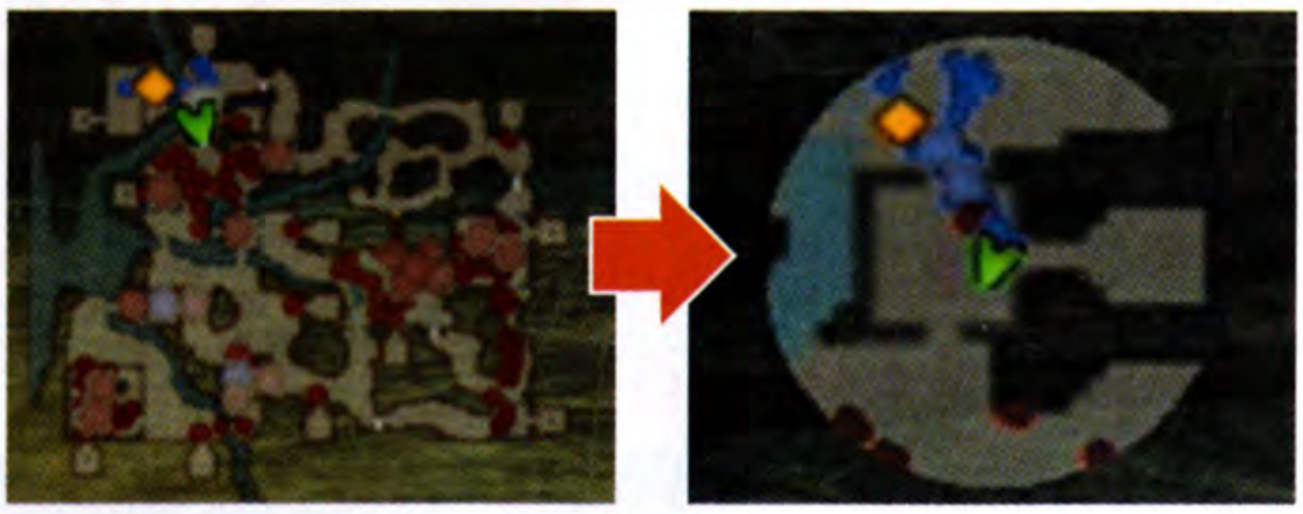
This is your character's life gauge. The meter will decrease whenever damage is sustained and change colors from blue to yellow to red. The player is defeated if the meter becomes empty.

Musou Gauge

The gauge will lengthen as your level increases. You can obtain up to three gauges. When one becomes full, you are able to execute a Musou Attack. You may execute a more powerful Musou Attack by unleashing two or more full gauges.

Map

Complete ..... L2 button .... Zoom



- Player
- Guard
- Mount
- Allies
- Enemies
- Mission Objectives

*The marker colors are indicated as: Blue: Ally, Red/Yellow: Enemy

Combo Hits

Displays the number of attacks landed in succession. Attacks on multiple enemies are also included if landed in time.

Mission Messages

The mission(s) currently being undertaken (P.18).

K.O.s

The number of enemies defeated.

Ability Markers

Appears when temporary ability-enhancing items are acquired or when you level up. When the remaining time for the item begins to run out, the marker will flash quickly.

- Musou Gauge at MAX
- Defense x 2
- Speed
- Attack

Mount Gauge

How long you can remain mounted on horseback. When this gauge becomes empty, your character will be thrown off of the horse.

Battle Information

Morale rising

Morale falling

Stronghold captured

No Entry Signs

Player cannot enter.

Player cannot enter while on horseback.

*If you dismount from the horse, you can enter.

Double Jump Sign

Only Hanzo Hattori, Kotaro Fuma or Nene may pass via a double jump.

2 Player Split-Screen

The screen will be divided horizontally when playing in 2 Player Mode.

FLOW OF THE BATTLE

Missions will take place during battle, allowing your character to be developed in real-time.

Missions

Missions occur while you are moving about the battlefield. Successfully completing a mission may change the tide of the battle in your favor. Occasionally, more than one mission may be issued at the same time.

*You can confirm mission objectives under the History on the Info Screen (P.15).

Occupying Strongholds

Enemy reinforcements will continue to come from their strongholds until you can defeat its Reserve Captain. If an allied stronghold falls to the enemy, then it will become the enemy's. Be sure to defend them vigilantly.

*You can confirm stronghold locations on the Info Screen.

Watch Your Morale

Morale is easily changed by events during the battle. If Morale is high, then your allies will grow stronger; if low, they will become weaker.

*Defeating enemy officers and capturing enemy strongholds will increase the Morale of your army.

Battlefield Traps

There are a number of traps on the battlefield such as gates that halt your progress and cannons that can inflict heavy damage. By destroying the troops or officers involved, you can disable the traps.

Leveling Up

The EXP gauge fills with every defeated enemy. You will gain a level instantly whenever this gauge is filled. At that time, you can also learn special attacks and moves. Additionally, after you have leveled up, your Ability Markers (P.17) will flash, and your character's abilities will increase temporarily.

Learning Skills

When you defeat an enemy officer, you may be able to learn a skill from them. The skills that you may learn are limited to those that the defeated opponent possessed.

*You can check what skills an officer has by looking under Officers on the Info Screen.

Fighting Within Castles

For battlefields that have large castles, the game will switch to a castle battle if you enter the main keep. When inside the castle, the Zoom Map (P.17) will switch to a map of the inside of the castle.

*If you exit the main keep, the Castle Map will switch back to the normal map.

Main Keep

It is easy to get lost in large castles like Osaka Castle and Odawara Castle. The map in the upper right corner will help guide you through them by showing you the locations of the staircases. When inside castles, the map will indicate ascending staircases in yellow and descending staircases in green.

Certain sections of some castles are blocked by lattices. You will need to find another way to get through.

AFTER THE BATTLE

When the battle is finished, you will obtain experience points and gold, and your character's abilities will increase.

EXP Gained

If you complete the stage's objectives for victory, then you will receive bonus experience points and gold after the stage is over based on your K.O.s, Clear Time and number of Combo hits. Your level will increase according to your EXP, thereby increasing your overall abilities.

*The letter grade you receive after a battle is an overall evaluation score. A star mark indicates the highest grade possible, followed in descending order by A, B, C and D.

*If you lose a battle, then you will only receive the experience points and gold you received during the battle and will be unable to keep any Orbs or weapons.

Obtaining Orbs

NEW

At the end of battle, you can obtain items known as Orbs (P.32).

*Orbs can be used to power up your weapons at the Shop (P.33).

Obtaining Weapons

Always remember to check the weapons you picked up during battle. You can hold up to 8 weapons per character. If you obtain a strong weapon, be sure to remember to equip it before starting the next battle.

*You can power up your weapons at the Shop (P.33).

Learning Moves & Skills

Check any new moves or skills you may have learned during the stage.

*You can choose to equip or unequip skills in the Equipment menu before battle.

Developing Guards

Your guards (P.33) can also increase in level once they earn enough experience points. The amount your guards' abilities increase by depends on their unit type.

*The highest level your guards can reach is 30 (The maximum was 20 in Samurai Warriors 2).

Obtaining Ultimate Weapons

Picking up regular weapons

If you pick up a cache, then you will obtain a weapon after the battle is over (P.32). You can find them by destroying the wooden crates scattered throughout the stage or by defeating an enemy officer. If you increase the difficulty level of the game, or have the skill Discern, then you can obtain even better weapons.

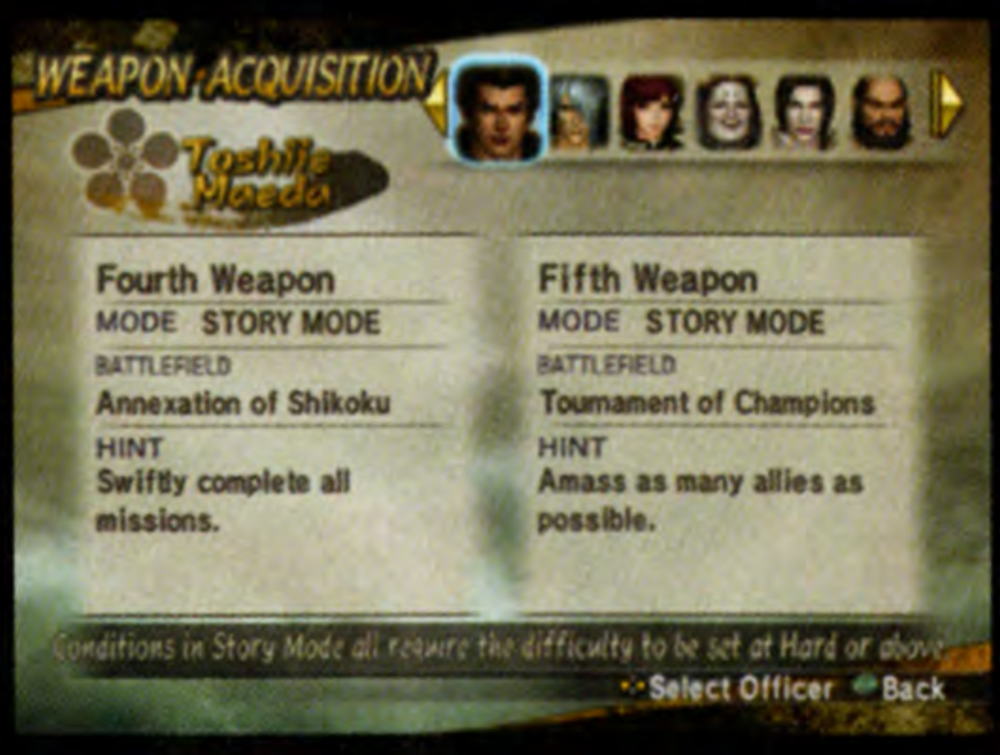
Earning 5th weapons

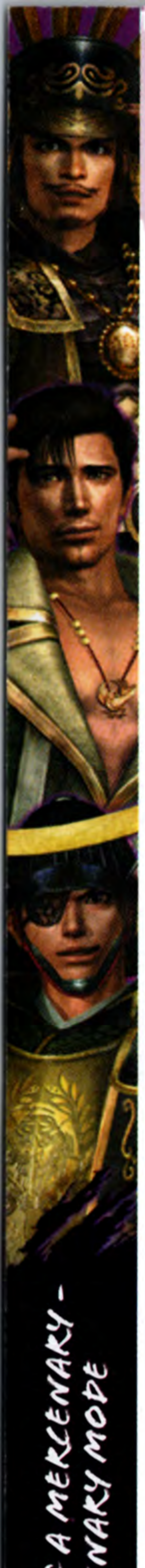
NEW

There are two Ultimate Weapons (4th and 5th weapons) for each character. You cannot find them in crates, but rather need to complete specific objectives during certain stages. You can find out which stages contain the Ultimate Weapons by going to Weapon Acquisition on the Info Screen. Use the hints there to get an idea where to look.

*You can also check the list within the Vault (P.10).

*If you use the REMIX feature, you will be able to obtain 5th weapons for the characters in Samurai Warriors 2 as well.





THE LIFE OF A MERCENARY

MERCENARY MODE

WHAT IS MERCENARY MODE? NEW

Assume the role of a mercenary and accept missions from daimyō, involving your participation in numerous battles across the land. Complete one of the following objectives to clear Mercenary Mode.

Objectives

- Join a daimyō clan and lead that daimyō to unite the land.
- Defeat powerful warriors across the land, collect precious swords and become the greatest warrior in Japan.

Mercenary Mode Game Flow

As you fight battles, various events will become available for you to choose to participate in. These events will enable you to hire new mercenaries, accept special missions, join the service of a daimyō or defeat powerful enemies.

Preparation Screen

Here you can prepare for battle and choose your mission.

Select Mission (P.24)
Select Event (P.25)
Select Guards (P.28)
Shop (P.33)

Select Mission

Battle

Try to carry out your mission objectives.

After the Battle

Victory
Receive Gems as a reward. You can also obtain EXP points and weapons.

Defeat
If you save, then you will be able to receive only the EXP points and gold that you received during battle. You will not receive a reward.

Mission Complete!

Ending

*By losing the battle, the game will be over and you will be returned to the Main Menu.
*To quit Mercenary Mode, go to Save under the Preparation (P.23) menu and select Exit.

STARTING MERCENARY MODE

Select Mercenary Mode from the Main Menu.

New Game	Starts a new Mercenary Mode game. You can select the character you wish to play as in addition to the difficulty level. *If you press the ▣ button on the character select screen, then you can change the color of the character's uniform.
Load Game	Play a previously saved game.
Tutorial	Learn how to play Mercenary Mode.

PREPARATION SCREEN

On the Preparation Screen, you can prepare for battle and select your next mission.

Mercenary Mode Game Flow

- Your mercenary level (P.28)
- Your unit type (P.29)
- Current number of gems (P.25)
- Your daimyō clan (P.24)
- Your guards' levels (P.28)
- Your guards (P.28)

Preparation Screen Menu

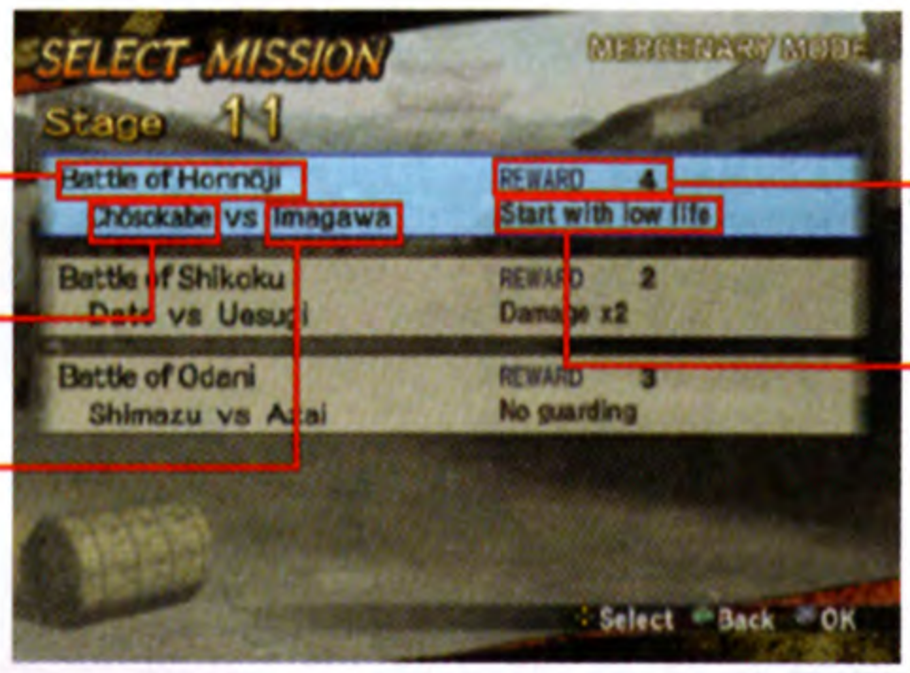
Select Mission	Select a mission to undertake (P.24). *If there is a special event within Select Event, then missions may be added to Select Mission.
Select Event	Using Gems that you have earned as a reward, select an event in which you wish to participate. You can hire guards, accept special missions and much more (P.25).
Select Guards	Decide the guards you wish to take into battle. You can have up to two guards accompany you in any given battle (P.28).
Precious Swords	View a list of the precious swords you have obtained through missions or events (P.27).
Shop	Upgrade your weapons or learn new skills (P.33).
Save	Saves the current game data. To load a game, go to Continue on the Title Screen. *You can only save data from a single game. You cannot save during battle.

SELECT MISSION

You can accept missions from daimyō. In addition to standard missions, there are also special missions that you can choose to undertake.

Selecting a Mission

Choose the mission you wish to undertake. Be sure to check the battlefield, the daimyō you'll be facing, the reward and the battlefield rules. Once you decide on a mission, you will proceed to battle.



Selecting a Special Mission

Under Select Event (P.25), you can select special missions, which will add themselves to your Select Mission list.

Unification Battles Among Daimyō

By joining a daimyō clan, you will be able to select invasion and siege battles with other daimyō. If you win these battles, then the strength of your daimyō's army will increase. As it grows larger, you will be able to fight a battle to unite the land.

1. Assist the same daimyō
   You can clear the game by continually helping the same daimyō.
2. Join a daimyō clan
   Under Select Event, you will be able to join the service of a daimyō.

3. Participate in invasions and sieges
   Select invasion and siege missions, and win the battles.
4. Unification battle
   Daimyō looking to unite the land will gather and the final battle will begin.

SELECT EVENT

By progressing through the game, various events will occur. You can hire mercenaries to serve beneath you as guards, accept special missions or decide to serve a daimyō clan.

Collecting Gems

Selecting events will require you to spend Gems. You can receive Gems by completing missions from various daimyō through the Select Mission command. Additionally, if you complete bonus missions (P.26) that appear during battle, then you will also receive Gems.

Select an Event

Hiring Mercenaries

This allows you to employ a mercenary as one of your guards. You can hire up to a total of five guards. Out of the guards in your employ, you can choose two to take into battle with you with the Select Guards command on the Preparation Screen (P.23).

Powering Up Your Guards

You can increase the Mercenary Level (P.28) of your guards and power them up during battle.

*As their Mercenary Level increases, your guards will learn new abilities that they can use.the Select Guards command on the Preparation Screen (P.23).

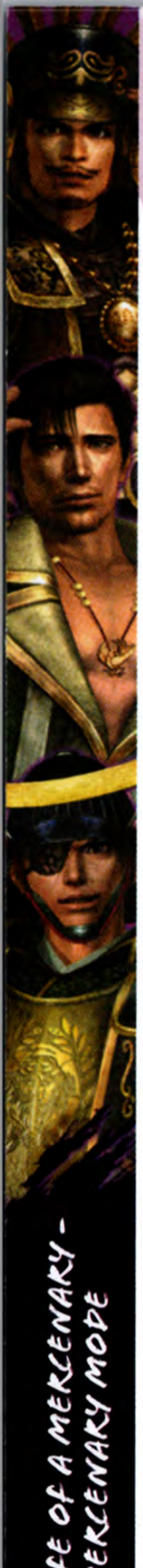
Undertaking Special Missions

You can undertake special missions by selecting them from the Select Mission command.

*By completing regular and special missions, there may be a Reward waiting for you the next time you choose Select Event.

Joining a Daimyō Clan

If you continue assisting the same daimyō, then you may be able to serve in his clan. By joining the daimyō's clan, missions such as Invasions and Sieges will be added to the Select Mission command (P.24).

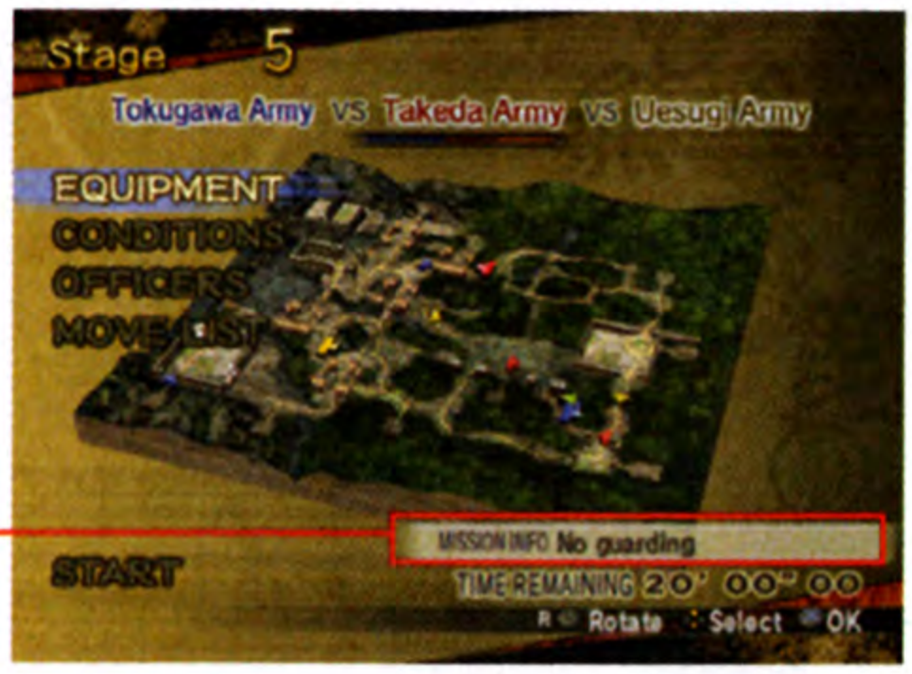


IN BATTLE

There are various special rules that must be followed in battle.

Battlefield Rules

By selecting a mission, you will be taken to the Info Screen before battle. There are special battlefield rules for each type of mission. Be sure to check them carefully.



Damage x 2	All damage inflicted is doubled.
Aerial damage x 3	All damage inflicted while in the air is tripled.
No guarding / evasion	Unable to guard or evade during battle.
No guarding	Unable to guard during battle.
No evasion	Unable to evade during battle.
No Musou attacks	Unable to use Musou Attacks during battle.
Start with low life	Battle begins with low life meters.

*The Battlefield Rules apply to both allied and enemy units.

Battle Plans

The enemy may utilize certain battle plans against you in battle.

Fire Attack	Life will be depleted.
Quagmire	Movement speed and attack speed will decrease.
Poison	Life will be continually depleted.

*You can stop the effects of the plans by defeating the officer responsible for them or by using a Mercenary Skill (P.28).

In-battle Missions

Occasionally, special types of missions will arise during battle, such as a request for help from local fishermen, the appearance of ambush troops, or an order to put down an insurrection. If you complete the mission, then you may be rewarded for your efforts.

AFTER THE BATTLE

In Mercenary Mode, you can also receive certain special items.

Obtaining Gems

When you win a battle, you will be given Gems as a reward. In addition to the reward received for completing your mission, you can also receive additional Gems for other achievements.

Basic Reward	Received when you complete a mission.
Additional Reward	Received if you complete sub-missions arising during battle.
Mercenary Skill Reward	Received if you use certain Mercenary Skills.

Obtaining Precious Swords

By completing special missions, you can receive precious swords. Selecting Precious Swords on the Preparation Screen will allow you to view any that you have collected so far.

*You cannot equip precious swords.

Collecting Precious Swords

By defeating the various powerful warriors that you meet, you can obtain precious swords. There are a total of ten precious swords in all. Collecting all ten will trigger a battle to determine the mightiest warrior in the land.

1 Obtain precious swords

By defeating powerful warriors during missions or via special events, you can obtain precious swords.

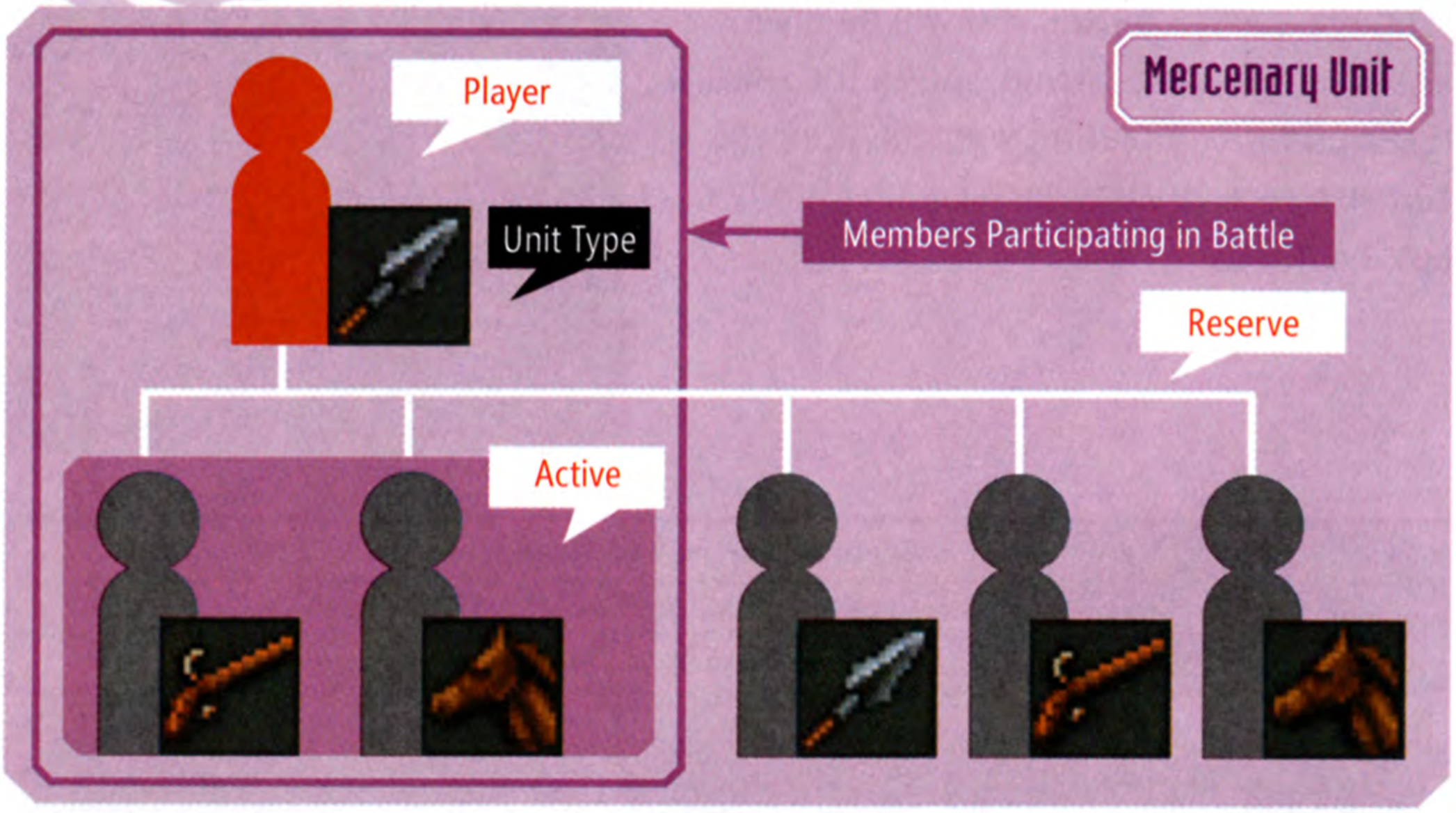
2 Win the battle to determine the strongest in the land

Face all of the powerful warriors one last time for the right to be known as the mightiest warrior in the land.

USING GUARDS EFFECTIVELY

Your guards will all have special abilities and differing unit types.

Mercenary Unit Organization Chart



You can employ up to five guards at one time. You will be able to select up to two guards as active and take them in to battle with you. Additionally, all mercenaries belong to one of three unit types (P.29).

Hiring & Selecting Guards

You can choose the mercenaries you wish to hire as guards in Select Event (P.25). Once you have hired guards, go to Select Mercenaries (P.23) to decide who you will mark as Active and take into battle with you. Be sure to check each guard's level, unit type and Mercenary Skills before deciding on who to make active.

*If you press the △ button on the Select Mercenaries screen, you can view an explanation of each of the Mercenary Skills.

Mercenary Skills & Mercenary Level

Mercenary Skills refer to special skills that each mercenary has. Some may disable enemy Plans (P.26), while some may open gates, or increase the number of Gems you receive at the end of a battle. Each mercenary earns Mercenary Skills as their Mercenary Level increases from 1 to 4. Mercenary Levels will rise through special events (P.25).

Mercenary Unit Type

All mercenaries belong to one of three unit types. Depending on the type of the unit, the kind of moves they can do will differ.

Type	Action	Explanation
Spear	Barrier	When moving forward in the special stance (by pressing R1), a barrier is created.
Musket	Volley	When assuming the special stance, they will unleash a volley of fire with their muskets.
Cavalry	Charge	After moving for a period of time, they become invincible, knocking back all enemies they touch.

Spear

Musket

Cavalry

Utilizing Mercenary Skills

Healing

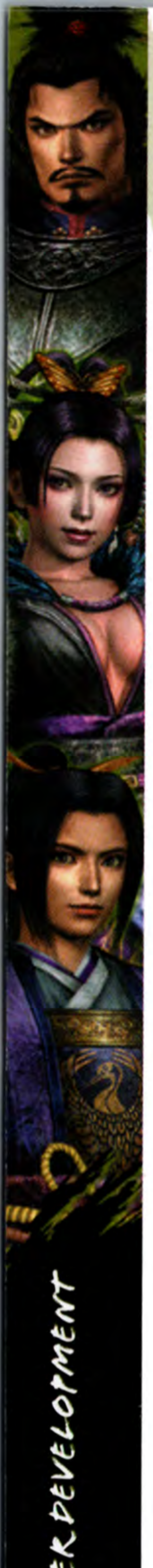
In Mercenary Mode, recovery items (P.34) do not appear. If one of your mercenaries has the skill Healing, recovery items will appear throughout the stage.

Amnesia

Whenever there is a bothersome Battlefield Rule (P.26), the skill Amnesia is a useful one to know. It nullifies any Battlefield Rules in effect.

Lockpick

Sometimes, there will be prisons on the battlefield. If you can enter these, you will be able to save any allied officers held prisoner there. In order to open the door to these prisons, you will need the skill Lockpick. Additionally, you can also use this ability to open locked castle gates.



CHARACTER DEVELOPMENT

LEVEL

As you gain experience points, your level will increase, up to a maximum of 70 (the previous limit was 50). NEW

As your level increases, other parameters such as your Life Meter, Musou Gauge, Attack and Defense will increase. Additionally, you can also learn new attacks and skills.

*Using the REMIX feature will allow you to raise the level of the characters in Samurai Warriors 2 to Level 70 as well.

Leveling Up During Battle

If your EXP Gauge (P.16) is filled during battle, then your level will increase. The EXP Gauge can be filled by defeating enemy officers and soldiers. The amount of EXP points you receive varies according to the type of opponent defeated.

Leveling Up After Battle

Following the battle, you can level up if you earn enough EXP points. The EXP points you earn here are based on your number of K.O.s, Clear Time and your highest Combo attack score.

GROWTH TYPE

As your character's level increases, the number of actions you can perform will also increase. The types of actions you will learn are dependent on your character's Growth Type.

*You can check your character's Growth Type under Move List at the Info Screen.

Normal Attack Type	Most developments involve an increase in the number of possible consecutive standard attacks.
Charge Attack Type	Most developments involve a powering up of the Charge Attacks.
Special Move Type	Most developments involve a powering up of the Special Moves.

SKILLS

Learning Skills can prove most useful in battle. Skills have levels; the higher the level of the Skill, the more effective or powerful it is.

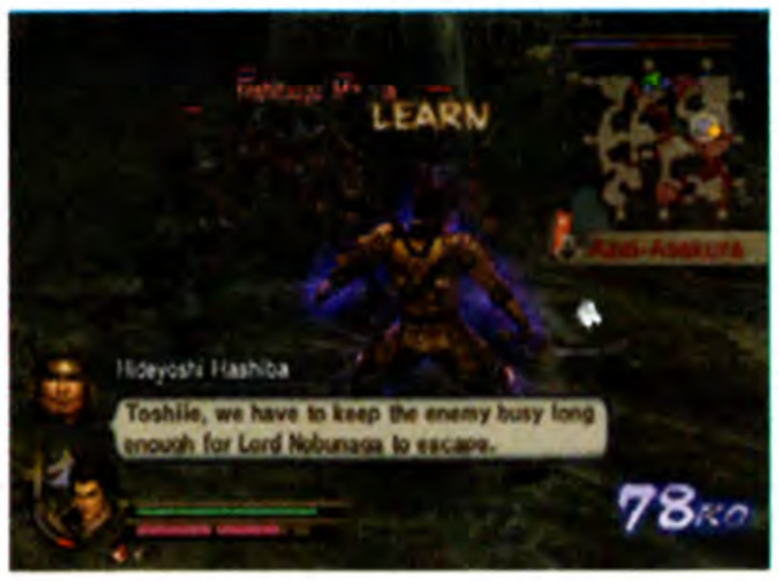
*To equip or unequip Skills, select them in the Equipment menu on the Info Screen.

How to Learn Skills

There are 3 ways of acquiring Skills.

Increasing in level

Your character may learn a new Skill when leveling up during or after battle.



Learning from an enemy officer

When defeating an enemy officer, you may be able to learn a Skill. With the skill Prodigy, your chances of successfully learning a Skill will increase.

Purchasing from the Shop

Other than the most valuable Skills, Skills may be purchased at the Shop (P.33).

SELF SKILLS / SPECIAL SKILLS

If you learn and equip these, your character's attacks and moves will change. This will allow you to do such things as defend against attacks from any direction and attack with a shockwave from your special stance. You can only equip one Self or Special Skill.

*To equip Self or Special Skills, go to Equipment on the Info Screen before battle and select Special Skills.

Self Skills

These are specific skills for each character. Each character will learn their own Self Skill as they develop.

Special Skills

NEW

These can be purchased at the Shop. You can learn multiple Special Skills, but you can only equip one (or your Self Skill). Be sure to equip the Special Skill that best reflects your play style and your character's characteristics.

*Special Skills become available for purchase once your character has reached a certain level.

ORBS & WEAPON UPGRADES

You can add elemental effects and special attributes to your weapon.

Obtaining New Weapons

Wooden cases containing weapons may appear when you break open crates or when you defeat enemy officers. You can see what weapon a case contains after clearing the scenario in which it was found. You may keep up to a total of eight weapons.

Upgrading Your Weapons

Even if two weapons are the same, they may have different elemental effects or special attributes (P.37). You can add attributes to weapons with empty ability slots at the Shop. However, you are unable to select the specific attributes to be added.

Orb Synthesis

After a battle, you may receive items known as Orbs. You can use the Orb Synthesis command at the Shop to add elemental effects and special attributes of your choosing to your weapons. You are also able to overwrite pre-existing attributes if you so desire.

*A maximum of three Orbs of the same type can be synthesized to any single weapon.

*Increasing the difficulty level (P.15) will make it easier to obtain Orbs.

SHOP

Select Shop at the Stage Select screen (P.14) In exchange for gold, you can improve your weapons or learn new Skills.

*In Mercenary Mode, you can select Shop from the Preparation screen (P.23).

Weapons	Add special attributes to one of your weapons.
Skills	Learn a new Skill. You can check which Skills you already know by pressing the △ button.
Guards	Hire bodyguards to accompany you in battle. You can hire up to eight.
Mounts	Purchase a warhorse for use in battle. You can own up to three.
Orb Synthesis	Infuse your weapon with elemental effects or special attributes. NEW
Special Skills	Learn a Special Skill. You can check which ones you already know by pressing the △ button. NEW

Guards & Mounts

Guards

You can hire guards to fight alongside you in battle. You can employ up to a total of eight guards. Depending on their type, the way they attack will differ. Be sure to select them based on your style of play. The maximum level for guards is 30.

Close Quarters	Warrior	Ninja	Sumō
Long Range	Archer	Musketeer	Fire Ninja
Special	Monk	Shrine Maid	

Mounts

By purchasing mounts, you can start battles on a horse. You can own up to three. Some mounts are difficult to obtain.

AVERAGE	A horse with basic abilities.	MAXIMUM	A horse with high all-round abilities.
POWER	A horse with strong attack strength. Able to knock over stronger enemies.	HELLFIRE	Attacks are imbued with a fire elemental (P.37).
SPEED	A horse with a fast movement speed.	STALWART	You will not fall off the horse even if attacked.

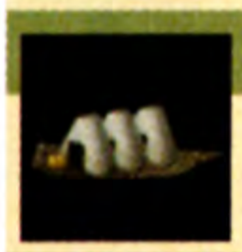
ITEMS

These are items that you may obtain in battle. They may appear after defeating an enemy or by destroying any crates or urns you see.

Regular Items

Recovery

Mini-Rice Ball
Life +20



Rice Balls
Life +200

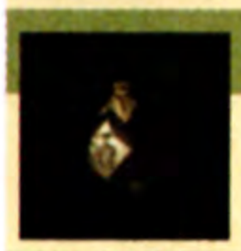
Sake Bottle
Fills up 1 Musou Gauge

Dumplings
Life +50

Rice Tub
Full Life

Sake Cask
Full Life and Musou

Rice Ball
Life +100



Mini Sake Bottle
Musou +20

Temporary Ability Boosters

White Blade
Attack doubled for 30 seconds

Bronze Mirror
Musou Gauge full for 5 seconds

Ancestral Armor
Defense doubled for 30 seconds

Spirit Mirror
Musou Gauge full for 10 seconds

War Sandals
Speed at MAX for 30 seconds

Gold & EXP Items

Gold

Single Coin
+5 Gold

Multi Coin
+50 Gold

Triple Coin
+25 Gold

Treasure Box
+100 Gold

EXP Items / Weapons

Mini-scroll
+50 EXP

Grand Scroll
+200 EXP

Scroll
+100 EXP

Cache
Contains a weapon

SKILLS

There are 3 types of Skills (Regular, Self and Special).

Regular Skills

Might Skills	
Vitality	Life MAX increases
Focus	Musou MAX increases
Potence	Attack increases
Fortitude	Defense increases
Cavalier	Mounted attack increases
Impulse	Speed increases
Grace	Strength increases
Karma	Luck increases
Sensei	Guards' abilities increase
Master	All abilities increase

Growth Skills	
Vitality	Life meter grows more easily when gaining levels
Focus	Musou Gauge grows more easily when gaining levels
Potence	Attack grows more easily when gaining levels
Fortitude	Defense grows more easily when gaining levels
Cavalier	Mounted attack grows more easily when gaining levels
Impulse	Speed grows more easily when gaining levels
Grace	Strength grows more easily when gaining levels
Karma	Luck grows more easily when gaining levels
Sensei	Guards' abilities grow more easily when they gain levels
Master	Amount of EXP acquired increases. RARE

Attack Skills	
Reach	Attack range increases
Sickle	Increases the change of inflicting a critical hit
Rage	Musou Gauge fills up faster
Chaos	Increases the damage according to numbers of combo attacks
Resilience	Not stunned after any attack
Element	Adds elemental attribute to attacks
Ele-Charge	Adds elemental attribute to charge attacks
Musou Power	Elemental damage during Musou Attacks increased
True Power	Elemental damage during True Musou Attacks increased
Awakening	Musou Attacks made more powerful

Bonus Skills	
Gluttony	Effects of recovery items increased
Cutthroat	Life recovered after defeating 100 opponents
Equestrian	Increases mounted horse's abilities
Opportunity	Life recovers the first time life meter reaches empty
Ration	Effects of recovery items on guards increases
Prodigy	Increases chances of learning skills
Discern	Increases chances of finding rare weapons
Greed	Increases the amount of gold acquired
Fitness	Increases the time limit of power-up items
Plunder	Reveals items on the map

Self Skills

Pressure	Pressing the ■ button while guarding pushes back the enemy	Resist	More difficult to be stunned when your Musou Gauge is full
Omniscience	Guard against enemy attacks from behind	Absorb	Blocking enemy attacks refills Musou gauge
Rebound	Knockback after guarding decreased when timed well	Recoil	Counter indirect attacks when guarding
Agility	Easier to flip out of enemy attacks while in the air	Vehemence	Weapon charge achieved by special move strengthened
Reversal	Can counterattack with the △ button when attacked	Instinct	Can execute special stance during ordinary attack NEW
Finesse	Jump after executing a charge attack	Supremacy	Musou gauge gradually fills at all times NEW
Facility	Evade while performing a charge attack	Intimidation	Shockwave produced when entering special stance NEW
Stability	Can assume the special stance while in the middle of a charge attack	Desperation	Attack strength increases for short time when close to death NEW
Pierce	Indirect attacks damage enemies		

Special Skills

NEW

Attack			
Spring	Can jump after landing a charge attack	Bombard	A volley is launched when moving forward in your special stance
Balance	Resist becoming stunned when Musou Gauge is full	Invincibility	Moving for a short while will release a light that damages the enemy
Barrier	An ambush is sprung when moving forward in your special stance		
Defense			
Awareness	Can guard against enemy attacks from behind	Confidence	Musou Gauge increases when guarding against attacks
Repel	Pressing the ■ button while guarding pushes back the enemy	Reaction	Counterattack with a passive attack while guarding
Reflex	Reaction shorter if you guard with good timing		
Special			
Shockwave	A shockwave is sent out when you assume your special stance	Flexibility	It is easier to flip out of enemy attacks while in the air
Preparation	Can assume your special stance while attacking	Escape	Can evade while in the middle of an attack
Brace	Can assume your special stance while guarding		

UPGRADING WEAPONS

You can power up your weapons by adding elemental effects and special attributes to them.

Elemental Attacks

If you learn the skills Element or Ele-Charge 1, and you equip a weapon with an elemental effect, then your attacks while your Musou Gauge is full will inflict elemental damage.

Fire	The enemy is engulfed in flames, continually taking damage
Ice	The enemy is temporarily frozen, unable to move
Lightning	The surrounding area is struck by lightning, damaging any nearby enemies
Wind	Inflicts damage even on enemies that are guarding
Demon	Increases the chances of defeating an enemy in one blow.

Special Attributes for Weapons

LIFE+	Increases the length of the Life Meter	SPD+	Increases your speed
MUS+	Increases the length of the Musou Gauge	DEX+	Increases your dexterity
ATK+	Increases your Attack	LCK+	Increases your luck
DEF+	Increases your Defense	RNG+	Increases your attack range
RIDE+	Increases your mounted ability	MuCh+	Increases the rate at which your Musou Gauge fills

*The higher your Luck rating is, the easier it is to deal critical blows and to find Orbs. Additionally, it also affects the quality of the weapons you discover.

Orb Effects

NEW

Fire Orb	Adds fire damage to your attacks	Defense Orb	Adds Defense +20 to your weapon
Ice Orb	Adds ice damage to your attacks	Mount Orb	Adds Ride +20 to your weapon
Lightning Orb	Adds lightning damage to your attacks	Speed Orb	Adds Speed +20 to your weapon
Wind Orb	Adds wind damage to your attacks	Dexterity Orb	Adds Dexterity +20 to your weapon
Demon Orb	Adds demon effects to your attacks	Luck Orb	Adds Luck +20 to your weapon
Life Orb	Adds Life +20 to your weapon	Musou Charge Orb	Adds Musou Charge +20 to your weapon
Musou Orb	Adds Musou +20 to your weapon	Range Orb	Adds Range +20 to your weapon
Attack Orb	Adds Attack +20 to your weapon		

MERCENARY SKILLS

NEW

In Mercenary Mode, each officer has special Mercenary Skills that they can use (P.28). Depending on their Mercenary Level, they can learn up to a total of four abilities.

Stonewall	Damage received is reduced
Leadership	Upon order, attack strength increases
Willpower	Musou gauge refills over time
Extinguish	Nullifies enemy fire attacks
Musou Wall	Press Select with full Musou to create barrier
Charisma	Earn extra Gems upon mission completion
Lockpick	Unlock prison doors
Adulation	Earn 1 Gem for every 50 enemies defeated
Sandbag	Disables enemy quagmires
Healing	Recovery items appear more frequently
Antidote	Nullifies enemy poison attacks
Resilience	Life gauge refills over time
Thrust	Increases strength of spear barrier
Marksman	Cancels effect of battlefield rules
Rage	Attack strength increases when life is low
Tenacity	Defense strength increases when life is low
Poise	Nullifies enemy stun and blowback effects
Stun	Stun enemies with spear barrier
Reload	Shorten musket loading time
Inspiration	Upon order, defense strength increases
Acceleration	Mobility is maximized
Bounty	Luck is maximized
Stimulus	Upon order, Musou gauge stays full for short time
Momentum	Attack strength increases after storming enemy

GRACIA'S SENGOKU Q&A

Q Why are my allies always retreating?

A It's probably because your army's Morale (P.18) is low. By defeating enemies and capturing their strongholds, you can increase your Morale and your allies will be less likely to retreat. Also, try and protect the weaker officers in your army.

Q What should I do when multiple missions appear at once during battle?

A Even if you do not complete the missions, you will not lose the battle. Therefore, it's best to focus on them one at a time. If you forget the mission contents, you can go to History on the Info Screen (P.15) and double check what you're supposed to do.

Q In Mercenary Mode, I saw someone perform a strange action. What was that?

A In Mercenary Mode, various actions can be added to your repertoire depending on the mercenary's unit type (P.29). For example, if your unit type is Cavalry, and your guard's (P.28) unit type is Musketeer, then you will be able to use the actions Volley and Charge.

Q At the Shop, I can't select Special Skills. What should I do?

A Characters that are just starting out (EXP of 0), cannot select Special Skills (P.33) from the Shop. Once your officer has reached a certain level of experience, then you will be able to select Special Skills. It costs gold to learn those skills, so be sure to save up your gold until then.

NOTES

WARRANTY

90-day limited warranty
KOEI Corporation warrants to the original consumer purchaser that this game DVD shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI will repair or replace the game DVD, at its option, free of charge.

To receive this warranty service:

1. Send in the attached Registration Card or register your game online at http://registration.koei.com.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game DVD to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Corp. by calling the Customer Service Dept. at **(650) 692-9080**, between the hours of 9:30 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.
5. If the KOEI Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective game DVD, enclose your name, address and phone number, and return the game DVD, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code within the 90-day warranty period to:

KOEI Corporation
1818 Gilbreth Road, Suite 235
Burlingame, CA 94010

This warranty shall not apply if the game DVD has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Online Support
For information on other KOEI games, or to find hints on specific titles, please visit our website at: **www.koei.com**

REGISTER YOUR GAME TODAY!

Register your game online and voice your opinion on KOEI products at the official KOEI Product Registration site.

registration.koei.com

PRODUCT REGISTRATION CODE: 040198001809

Registration is quick and easy. Your opinion is important and helps us develop even better games. Join the legions of fans in shaping future KOEI titles today!

Coming Soon to the PSP® (PlayStation®Portable) system

PlayStation®Portable

TEEN

T™

Mild Language
Mild Suggestive Themes
Violence

ESRB CONTENT RATING www.esrb.org

Warriors Orochi and the KOEI logo are registered trademarks or trademarks of KOEI Co., Ltd. © 2007-2008 KOEI Co., Ltd. All rights reserved. "PlayStation", "PS" Family logo and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are properties of their respective owners.

Software and documentation © 2007-2008 KOEI Co., Ltd.